The LIAUG Lighthouse

The newsletter of the Long Island Atari User Group

July 1990
Volume 6 No 6



Long Island Atari User Group

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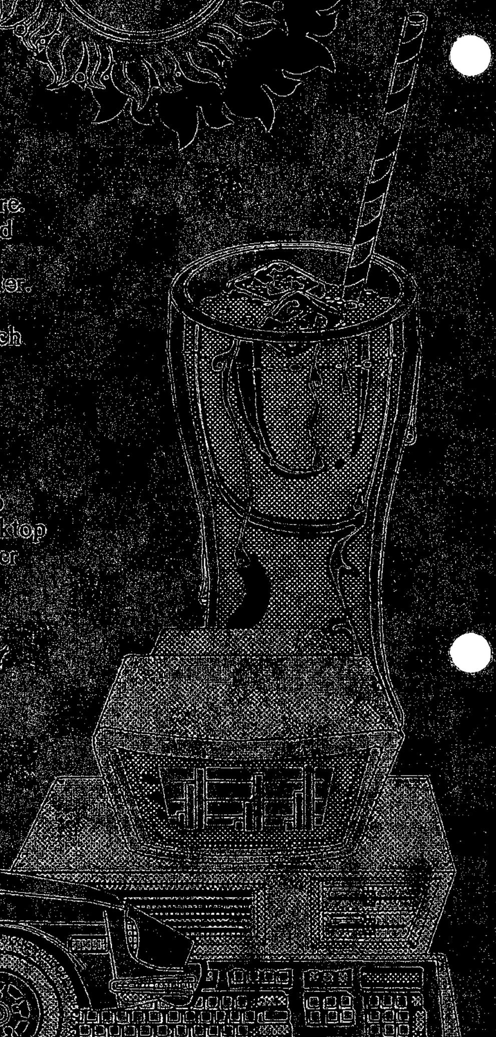
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Images shown on this page have been selected from DrawArt Professional.

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ADVERTISING RATES

Business Card	$ 5.00
114 Page	10.00
112 Page..	20.00
Full Page	30.00

Rates are per issue - camera ready copy only Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send ads to our regular mailing address

Directions to the library: From the Long Island Expressway: Take exit 58 North (Old Nichols Road). continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 112 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 3471454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 314 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 1290 p.m. in the library's community room and end at 490 p.m.

Current LIAUG Officers

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8 Bit Program Manager.................... Pat Mulvey
16 Bit Program Manager ....Terrence Madden

Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $20 per year and ent;itles you to receive the newsletter.

The newsletter is currently being produced on a 520ST with lmbyte memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher.

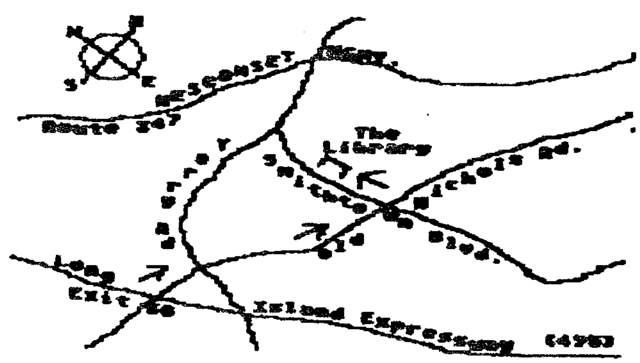
If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

Our address is:

LIAUG
P.O. Box 92 Islip NY 11751

Our BBS number is: (516) 221-8462

If no answer call: (516) 221-2964 and leave a message.



MINI MIDI LESSONS

Continued from June issue

by Morris G. Miller

#7

WHY SHOULD I DO MIDI ?

Maybe I shouldn't. MIDI is not for everyone any more than is rhubarb pie. Ugh !

Why would I want to hear Fredrick Chopin's Polonaise played on a synthesizer when I have a compact disk of Philippe Entremont in performance ? Because

1) 1 had fun entering the music

2) I gained a lot of understanding of both the music and Chopin by doing so

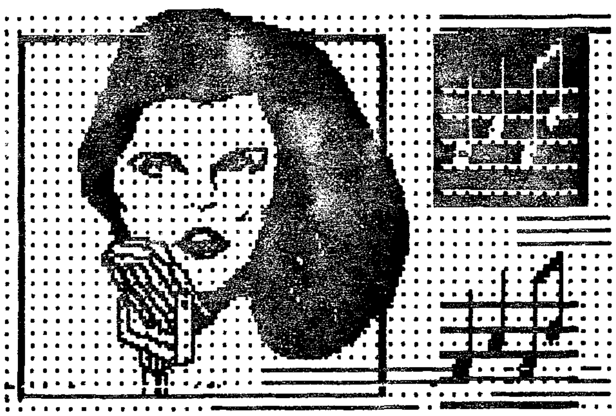
3) it was edited until I had the performance interpretation I felt Chopin himself would give it;

4) I feel it is MY performance - as though I am playing it - doing it MY way

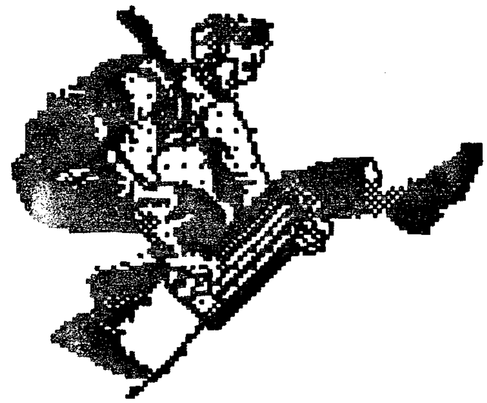
5) It can be performed on any of a dozen and a half different pianos - my choice

6) or played by a trumpet and bass

7) or whatever interpretation I want to put on it.



Besides, who says I have to play Chopin ? Try your hand at Moonstruck. I'll bet you don't have that on CD. Put your own weird interpretations of sounds into it. It can sound "spaced out", tin-pan, heavy-metal, or whatever. Or, very smooth.



Did you ever want to sing with your own orchestra or combo ? You got it I Record it and amaze your friends. It's a great way to find out just who your friends really are. And, who is not !

Sheet music is in abundance. A lot of it is not on CD. Some of it was out of production before the record player was invented. You have a way of playing it anyway.

And talk about inventing - that is my main interest in MIDI. I write songs. mostly a cappella (vocal). I try my songs on MIDI with instruments having the range of voices which will do the final performance. I can heat my songs without having to sing and record all the parts myself (which I often do). MIDI allows me to edit until I have my song just the way I want it.

The sequencer I use also has tape sync and SEMPTE (another subject). I have an 8-channel recorder which allows me to record eight times with all recordings in sync - playing to the same conductor, if you please. I record the strings on one track, the wood winds on another, the brass, percussion, reeds and bass on other tracks. When I play it back the entire orchestra plays. This is accomplished with two synthesizers, playing no more than six to eight instruments at a time.

Maybe you should not do MIDI. But, if you like to have fun with music, there is no other way you can have this much fun with a full orchestra from the confines of your own music room at home.

So, do it !

Bit Byter Program Descriptions Disk # 20

Translated by Horst A. Dewitz, International Correspondent for and Member of the OL Hackers. LIAUG and ABBUCe.V.

NOTE: Please note that certain files on this disk run only from within their respective programs.

SIDE 1

DOS 2.5/DOS.SYS

AUTORUN.SYS --> Contest winning program by Thorsten Winkler

Pressing >start< shortens the run, program goes directly to:

MENUEBAS --> Program loader menu by Peter Sabath

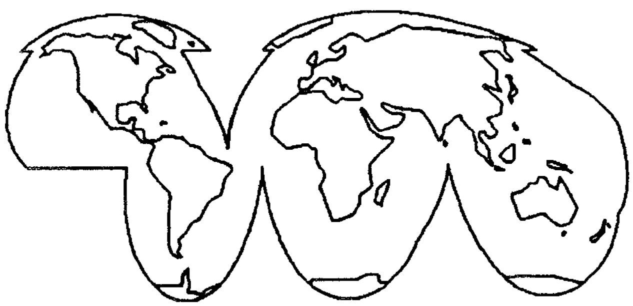
LESER.BAS/WARP.OBJ --> Text loader program for all .TXT files on this disk. by Mathias Reichl

(should condensed print or left margin settings not work properly. consult your printer manual and change lines 3020 (for left margin) and 3030 (for condensed print) accordingly. Present setting should work with all Epson/Epson compatible printers.).

OSTER.BAS --> Small graphics program with ideas for decorating Easter Eggs.

MSGLINE.BAS --> Sample of a messageline. which can be incorporated into your own programs.

KRAN.BAS --> Graphicslsound Demo



SIDE 2

Load side 2 with >OPTION< pressed (no basic). If you have any drive enhancements, i.e HAPPY etc.. disengage them, just a plain 1050 is required. From the menu you will be able to load:

SABATH.COM

REICHL.COM

DEMO.COM

WAGNER.COM

The following programs should be loaded with the MENUE.BAS from side 1 (Load MENUE.BAS, flip disk, press >reset< and type >run<).

MULTILAD.BAS/MULTIOS2.COM --> Loader for multi-tasking operating system by Mathias Reichl.

EDITOR.COM --> Multi-tasking editor

ABBUCBUD.BAS --> Contest entry by Christian Duesterhoeft

HEX3.TUR(run with TURBO BASIC) --> Three lines Program by Frank Schoen. Turn printer on and insert paper. A Decimal/Hex table will be printed.

FUENF.TUR (run with TURBO BASIC) --> Five lines program by Thomas Woelfer.

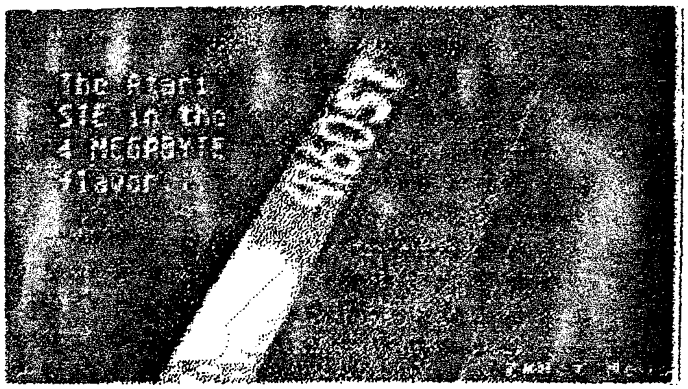
First Impressions of the Atari STe and TOS 1.6

by Darek Mihocka. Branch Always Software. (C) 1990.

It's finally here. Atari kept its promise of shipping the STe before the end of the year, although they didn't quite keep their original promise of shipping in October. All other developers that I've contacted are still waiting for Atari to ship them their machines, and I'm told the STe has yet to make its appearance in the U.S. They are plentiful here in Canada, having arrived a few days after Christmas.

According to Atati Canada. the list price of the STe is $1100 (Canadian) which is $900 and change in US dollars.

You wouldn't know it based on the prices that stores here in the Toronto area are selling them for. Try $699 (Canadian). almost 40% off the list price. which is barely higher than what a 520STFM costs. and less than what most stores sell the 1040ST for (although the prices ate starting to come down fast).



Although I had sworn to never again buy another Atari computer, I'm no: going to pass up a bargain. With the money I can get lor my old 1040ST, this machine hardly cost me anything, and I don't even have to pay for the TOS and blitter upgrade!

So, what's inside the cardboard box? If it wasn't for the very tiny letter E on the label, you'd think you were opening up a 1040STFM box. The computer itself looks identical to a 1040STFM, except for the extra joystick ports on the left side of the keyboard and the two audio jacks on the back. Yes, the mouse still plugs in underneath the keyboard. Arghhhl

When the machine boots up, the desktop looks just as it always has. Clicking on Desktop Info produces the same Rainbow TOS display as TOS 1.4, except that the actual version of TOS in the STe is TOS 1.6, with a date of July 29, 1989.

Already I ran into a bug. It seems that in color. the machine always boots up in low resolution, regardless of whether you saved a desktop in low rez or medium rez. 'This can be quite annoying. One way to get around this I found is to autorun a medium rez program like Flash. I've already been told that a patch program will be out from Atari in a matter of days to fix this bug.

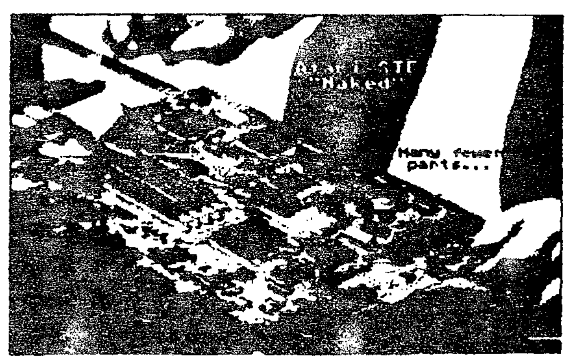
Another bug I found is that every once in a while if I click on a .PRG file, I get the Show Print Cancel box. If I click Cancel and click on the file again, it usually loads fine, although earlier today. I had to click on FLASH.PRG about 6 times before it finally loaded. I have had this problem happen on earlier versions of TOS, but very rarely. On the STe it happens quite often and is a bit bothersome. Let's hope a patch for this comes out soon too.

I'm told the TOS 1.4 patch programs to fix bugs in TOS 1.4 will also work on TOS 1.6, but I haven't verified this. Maybe I should just wait till the pirates release fixed up versions of TOS 1.6, as they did with TOS 1.4. Since there is so much free space on the ROMs now. there is a lot of room to add in extra patches.

Fortunately, I use monochrome most of the time, and the low rez bug won't bother me too much. But before switching over to monochrome. I tried the new Control Panel that the Atari STe addendum mentions. Tilt! I lose! It seems Atari is shipping the old 512 color Control Panel with the STe. I had to go in with a debugger and manually poke into the color registers to try out the new colors. Yes. they do support 16 grey levels of red. green, and blue for a total of 4096 possible colors. To achieve the 4 bits of brightness per colot, the unused bit in each nibble of each color register holds the 4th bit. This new bit is the LSB, so it has a minimal effect. Old ST software which uses only 8 brightness levels. formerly 0 thru 7, will now actually be using levels 0,2,4,6,8,10,12, and 14. This is pretty well fully compatible with all existing colot software.

That raises a question. Will we see a Spectrum 4096 program soon? I don't know what Trio Engineering has planned, but based on what I know about the Spectrum file format, all of the display programs out there will support 4096 colors as is. It is simply a matter of modifying the Spectrum or Unispec programs. or any number of Amiga to Spectrum conversion programs to generate 4096 color files.

I'm sure that video digitizer software will be upgraded to support the 16 grey levels. VIDI-ST currently tries to emulate 16 grey levels but it still looks bad. Hmmm. I think just editing the color palette files on the VIDI-ST disk should allow me to do that myself. Ok, never mind.



I tried out the RF modulator. One of the things that really bugs me about my 1040ST is that it doesn't have an RF modulator or composite video output. even though the original 1040ST manuals all said that they do! Anyway. I plugged the RF output into the RF jack of a Sony KV-1331 television, and the display was quite good. Even in medium resolution, 80 columns was readable. although I wouldn't recommend it for long periods of time. Low resolution was excellent and certainly if all you plan to do is play video games. save yourself the $400 cost of a color monitor and just use a color TV.

After I switched to monochrome. I started to test out various programs for TOS 1.6 compatibility. I'm happy to say that Quick ST and all of the Quick Utilities tan just fine. All other programs I tried also worked fine, except for the ones mentioned a bit later.

Quick Index reported that TOS 1.6 was installed, and gave speedindexes similar to that of TOS 1.4. GEM drawing speed was about 5% to 10% faster, while BIOS was about 1% slower. So with the debugger again. I took a look inside TOS 1.6.

To be continued.........

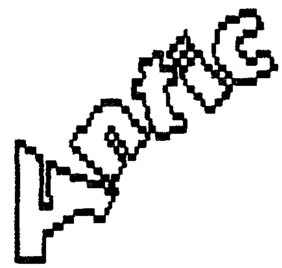
WHY SUBSCRIBE TO AN ATARI MAGAZINE OR NEWSPAPER??

by Norm Bates

It is surprising how many folks do not have a regular subscription to a computer publication. The reason(s) for this are unknown to me, so I will not speculate on them. Rather, this article will locus on those benefits which one realizes from a publication subscription, especially one which is dedicated to the ATARI ST computer.

First, a "laundry list", and then a bit more in-depth exploration of the listed items. Some reasons for subscribing which come immediately to mind are:

- The latest equipment news
- The latest software releases



- Lettets to the editor
- Specialty columns
- Reviews

LATEST EQUIPMENT NEWS

When you bought your ST you made an investment in a sophisticated piece of equipment. You thought that the money you spent got you the very latest in technology, or at least that amount of technology which you needed to accomplish your personal computing goals. I imagine you shopped around, talked to other users, and did some reading prior to your purchase. When you finally did lay that hard earned money down on the counter. you were satisfied that you were making a fully informed consumer decision. And you probably were - but - over time, technology changes. and your needs may change, and the time may come when you may want to upgrade your present equipment. A publication keeps you abreast of current equipment, and even if your needs do not change, perhaps you will find out about a new peripheral item that helps you to fulfill your current requirements. When it comes time to make that new purchase, you will be that much better informed of the alternatives.

THE LATEST SOFTWARE RELEASES

By the time a piece of software hits the store shelves, it's been under development for some time. And the best place to find out what kind of software is under development is in your favorite computer publication. And this is information

you can use right now. Consider that you are contemplating the purchase of a spreadsheet program. You have one in mind. and it does what you need it to do. Guess what though. there is a new version of that very piece of software under development right now, due to be released shortly. You don't know about this however. because you don't subscribe to a computer publication. Sure you can upgrade to the new version when it comes out. but why incur this additional cost. Wait a couple of weeks or a month. and get what you really need. In the long run, you will save some money.

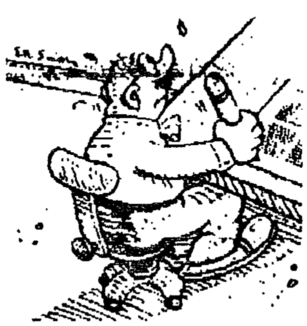
LETTERS TO THE EDITOR

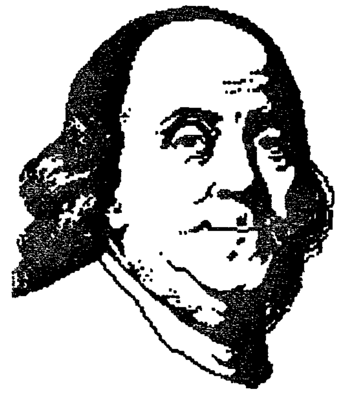
You would probably be surprised to know that there are a great number of people in the nation that are having the same problems with using their computer that you are experiencing. Or, if not having a problem, some reader has found a neat shortcut. or some hidden "feature" in the ST. which adds to the ease of use of the computer. The "Letters to the Editor" column in any computer publication is a source of innumerable hints and tips on how to get the most out of your ST. Based on personal experience. I can tell you that this part of any publication is alone worth the price of subscription.

SPECIALTY COLUMNS

Whatever your interest. be it MIDI. Productivity. Education, Games. Programming, Utilities. Graphics, or all of these. then a publication is for you. Your specific interest will probably be the subject of a regular column, written by experts who share their wealth of knowledge with the reader. Could you have benefited from any column bearing the following titles?

- How to Build Your Own Hard Drive
- How to Get the Most Out of Your Word Processor
- Data Processing on the ST
- The ST and Education - What's Available





- Hints for Desktop Publishers

I could go on. but I think the message is clear - for a variety of information. on a veritable myriad of topics. check out the latest issue of your favorite computer publication.

REVIEWS

Software and hardware reviews in a publication have saved many a user from grief and misspent dollars. You probably have already learned that the hype on the wrapper of a piece of software, or a computer peripheral. hardly can be relied upon as telling the whole story. New products are coming out all the time. and one needs some reasonably intelligent help in choosing from among these products. Anyone who has ever purchased a copy of "Road Wars". or the initial release of "Pagestream". will surely understand the wisdom of checking out a review before buying. The cost of a publication that offers honest software reviews is probably less than you spent on that one piece of hardware or software "junk".

And I could go on. but the Editors say I can't have any more space. I hope that this article has convinced you of the need for an ST publication in your life, and if so. I want to recommend one to get you started. I subscribe to ST INFORMER. among others, and find it an excellent buy for the money. It is published monthly, in newspaper format, and usually consists of 36 pages. The address is ST INFORMER. 909 NW Starlite Place, Grants Pass, OR 97526. Subscription rate is $18.00 for I2 issues, and with that subscription you will receive a coupon for I FREE PD disk from the ST Informer library. It's a good buy - get that check in the mail and start finding out more about your ST.

DOUBLE SIX

Analog October 1989

Review by Horst A. Dewitz

In this day and age of scarce ATARI software it is nice to know that every now and then a program can come along that captures one's attention. As most of us know, wives generally do not participate in our hobby endeavors. DOUBLE SIX did catch my wife's attention. Meaning that she and I added another game to our repertoire of LEADER BOARD GOLF. REVERS1 (Othello) and NAVAL BATTLE (Antic December 1989).

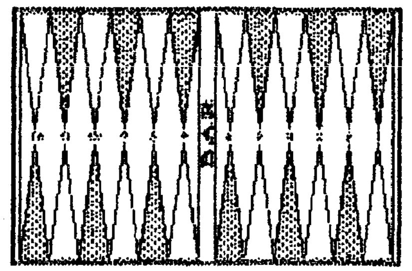
And now its time to review DOUBLE SIX. DOUBLE SIX, published on ANALOG'S October 1989 disk, is nothing more or less than the old BACKGAMMON game. It comes without instructions. This should not pose a problem; if you never played backgammon, ask around; someone knows it for sure. If not, game rule books are available in better bookstores.

I use a menu loader program to load DOUBLE SIX. I advise you not to use TURBO BASIC to speed up things. The program is moving fast without it. I experienced bad results using TURBO BASIC, just to let you know. The opening screen shows the game board in excellent graphics. To the right of the board you will find the dice clicking away, waiting for a key press. You will also see a blue and red marker. Once you press the fire button on joystick one, the dice stop and the higher number starts immediately.

You position the marker (small arrow) on the playing piece that you want to move. Press your fire button to lock in your choice. Your marker now moves to one of the dice, you have a choice which one to use by moving your joystick up or down. The selected dice and its indicated numbers will then automatically move your previously selected piece the number of places the die indicated.

Regular BACKGAMMON rules apply to all moves. A nice feature of this program is that it can be saved any time during the game, and later be reloaded to be continued.

DOUBLE SIX is a well conceived program which works without any flaws and has given my wife and myself many hours of pleasure.

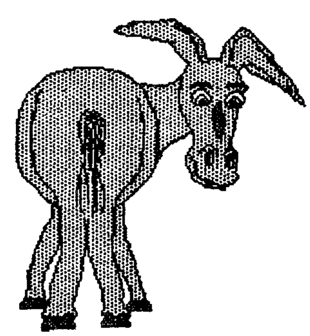


M.U.L.E. A Look at an 8bit Classic

by David Brzezinski

Imagine the joys of colonizing a new world. Then imagine the problems of producing food, energy and materials and competing with other pioneers for prime land and scarce supplies. This is the basic concept of the game M.U.L.E. presented by Electronic Arts. This isn't a new game (it is copyrighted 1983), but I've found it to be one of my all-time favorites.

So what does M.U.L.E. offer? You are colonizing the planet Irata with three other characters. If you play alone, the computer plays the other three. If you use two joysticks, you and a friend can play against two computer characters. With a joystick and a set of paddles, three people can play. This is the best I can do with my 130XE. A friend who originally showed me this software has an Atari 800 with four joystick ports. With that, people can play all four characters, eliminating the computer from play, which prevents the all too common disappointment of having the computer win.



Play goes from six (beginner) to twelve (tournament) rounds. A lot happens in a round, so be sure to leave enough time to play it through. A land grant beginning each round allows players to choose a plot of land from a rectangular area to be developed. M.U.L.E.s (Multiple Use Labor Elements) are bought at the store and outfitted to perform specific tasks such as farming, mining and energy production and placed on a piece of land. Since the colony must be self sufficient, food and energy become important as the store runs out. Smithore, produced by mining, is used to make more M.U.L.E.s.

Once every round, the players go to market with whatever they have produced. In this market, players are allowed to buy and sell to each other at any acceptable price, or sell to the store at a fixed price. If the store does not have a particular product, players are forced to purchase from their fellow players at whatever price is asked. This market portion. cleverly done with graphics, takes up most of the time in the game, but offers the real opportunities for strategy. It is possible to corner the market in certain essential products and drive the price up to ridiculous levels before you sell.

If you really get stuck or pull too far ahead of the pack, there is a whole range of good and bad things that occur to level things out again -- from pirates to packages from home. There are natural disasters to shake things up too. And, to pick up a few extra bucks, you can always go Wampus hunting, if you can spare the time allowed during your round.

The point of the game is to become "First Founder," the wealthiest member of a successful colony. Surprisingly, the computer does very well, although I can usually beat it. My son. 10 years old, likes the game nearly as much as I do and doesn't seem to have any problems with the market aspects of the game.

The graphics and sounds are amusing and entertaining and the joystick manipulations are not overly trying. Don't try to play on a monochrome monitor, since just about everything is color coded.

All in all, I recommend this game to any 8-bit owner, especially you Atari 800 owners that can play all four characters. I really like the idea that the whole family can participate at once. I would hope that someone is working on Return of M.U.L.E. or something similar. I imagine it could even be a best-seller on the ST, if Electronic Arts would make an ST version. Anyone at EA listening?

Madame Librarian -- A magazine article database.

by Gordon Totty (MACE)

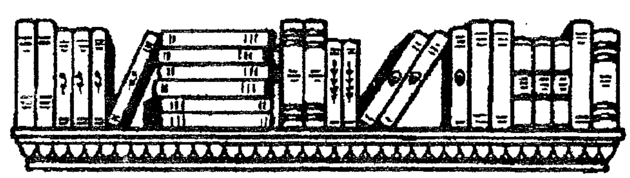
Madame Librarian was written by David Plotkin, one of the more prolific writers on the Atari scene. It was published by Astra Systems Software, a branch of Southern California Astra Systems, Inc.. the company that used to market the System HD+, Expander hard drives, and other peripherals. The copy I reviewed is identified on the disk as "v 1.0, 9/13/88" and in the documentation as "Rev 7." It was written in OSS's Personal Pascal.

You might have trouble finding Madame Librarian with the demise of Astra, but if after reading this you think it is for you, I suggest you write to David Plotkin at the following address: Dave (Madame Librarian) Plotkin 488 Walnut Avenue Walnut Creek, CA 94598 I have not contacted him. but I think that he might still have copies available for sale. He used to publish the upgrades from this address.

Madame Librarian is a special purpose database which you can use for cataloging magazine articles. It comes with its fields set up for that purpose alone. While you could. I suppose, put any kind of information into these fields that you want, you would be limited by the sizes of the fields and have to use the titles given them.

The fields are: Title, Page, Description. Magazine, Issue. Author. Type, and Language.

You can search for records that match words or phrases in any of these fields except issue date. The review copy came with 771 records entered in it already. I looked at about 200 of the entries and the earliest date that I noted was December, 1985. The latest was September, 1988. so this database contains almost three years worth of records of ST articles. The records represent articles about the ST that were published in Antic. Analog, ST-Log, ST Resource, STart,



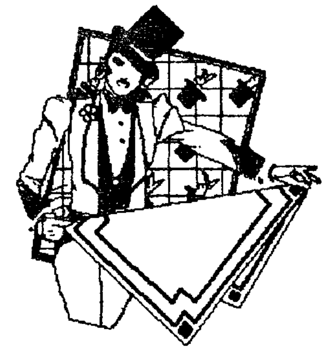
Compute's Atari ST and Compute.

A search of the database revealed that David Plotkin had written 46 of these articles. I told you he was a prolific writer and this is just his ST output. In case you are wondering, I already checked and learned that I didn't write any of the articles in this database. I am prolific in other pursuits and arenas. At least. I think I am! Periodicals that I would like to see in the database include ST X-PRESS. Atari Explorer. ST Informer. ST Applications, Current Notes and the articles from Atari Interface Magazine and the various publications that preceded it. You can add any articles from any magazine that you wish to the database.

You can print out listings from the database. One word of caution, however. The program does not send line feeds to theprinter, and so you may have to configure your printer to compensate, unless you like to sit and watch your print head blacken one line for a few minutes.

There sure are a lot of Atari magazines, aren't there? Sometimes I feel like we have more magazine support than software support. Plotkin's database can help you bring order to some of this pleasant chaos. In my home, all of the piles of magazines in my study can be moved to the basement after the articles I am interested in are added to the database. Then, one small diskette and maybe a printout can remain in the study with the rest of the material "archived" in "remote storage."

Without a database like this. I would be (have been!) reluctant to move the magazines to the basement. I felt that if I did, I would never use them again. The database is the key. I can use it for quick reference and, if I find something that looks interesting, then go to the basement to dig it out. I would know as I started down to the catacombs exactly



which issue I wanted.

Gosh, if I arrange them in order this could get to be downright efiicient!

The documentation is complete and clear, owing no doubt to Mr. Plotkin's skill as a writer. I have always had a suspicion that some software houses would publish much better documentation if they would only let a professional writer prepare it. While this instance proves nothing, it is valuable data that reinforces my hunch. Heck. I can show you documentation that could have been improved if the software house had only let a reader look at it before printing!

I'm getting off the subject here, but one final thought: Wouldn't it be fun to be on a panel of documentation pre-publication reviewers? "OK. Smedley, you read it. Now. what do you do first?" "Uh. ...... gosh. I don't know." Mr. Plotkin does not leave you with that feeling of not knowing what to do next.

How would you like to hire David Plotkin to do your typing? He works cheap. After all, he's a writer. Well, now you may be able to hire him. Madame Librarian came with a coupon that could be used to order upgrades, which are available monthly. Perhaps once or twice a year would be enough for you, but with monthly updates you'll know when you order an upgrade that it should be up to within two months, at most, of being current. This used to cost just $5.00. plus $1.25 shipping and handling. and was available directly from Dave Plotkin.

Unfortunately, though there is provision for you to save your own input as part of the database that you first acquire, I saw no information on how to merge this revised file with a new update from Plotkin. Maybe it is just as well that they are separate. As it comes out of the box, it takes about a full minute for the database to load the initial 771 records. A couple of smaller databases, perhaps split by magazines (his and yours),might be more efficient than one big one.

Do you really need to buy this database? I imagine most of you have a word processor, spreadsheet, database program or all three. Although most spreadsheets, and some word processors, lack a search function, you could still do a fairly nice job of simply organizing data with these programs. A database program would give you more functions and flexibility than Madame Librarian. However, if, like me, you do not have such a database already established, for a small expenditure you can now have most of the work done for you. I don't know about you, but I am lazy. My time is worth more than a few bucks. Well, at least sometimes it is!

Special Subscription Available For Current Notes Magazine

Current Notes is making a special subscription offer to members of Affiliated User Groups. Instead of the regular 1 year subscription for $24, you pay just $20.

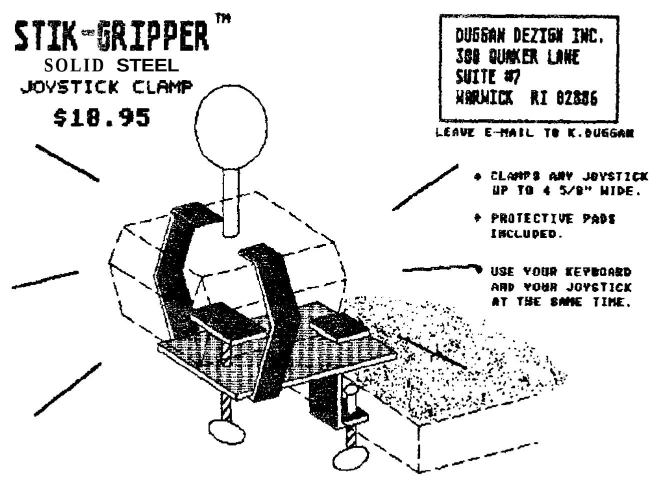
Send your check, payable to Current Notes, to

CN Subscriptions, 122 N. Johnson Rd, Sterling, Va 22170

Don't forget to mention The Long Island Atari User Group

* NEW PRODUCT RELEASE *

Duggan DeZign Inc. proudly announces the release of a fantastic new product directed at anyone who plays games on any personal computer! It's called STIK-GRIPPER and it will give any game the true 'ARCADE FEEL'. STIK-GRIPPER is a SOLID STEEL Joystick clamp which is totally adjustable to fit a wide variety of Joysticks! It allows one-handed Joystick operation by clamping the joystick to the table top (protective pads and caps included!). This is a must for those games requiring both Keyboard and Joystick control (especially FLIGHT SIMULATORS) as you can now operate both at the same time! It also brings a whole new feel to any game as you no longer have to hold the Joystick just like in the Arcades! It's ALL STEEL construction makes STIK-GRIPPER tough enough to endure rugged play!

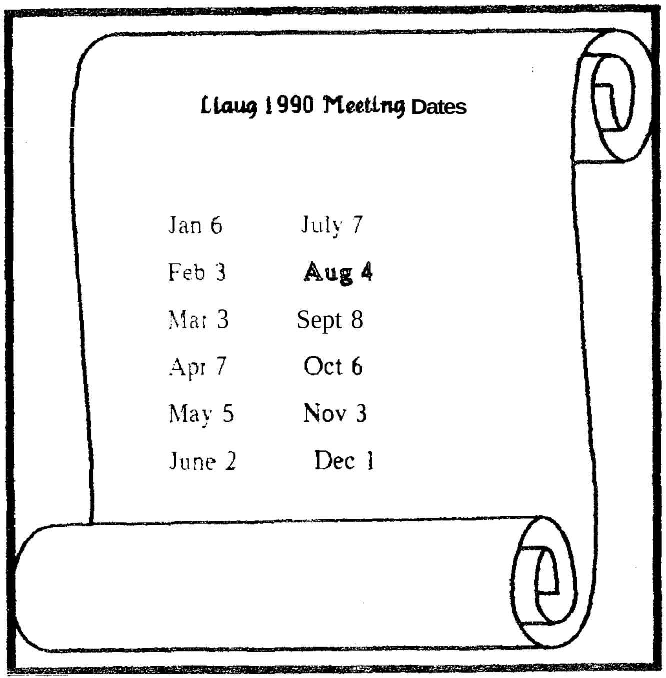


STIK-GRIPPER has a list price of only $18.95. It is available thru your local dealer (ask for it!) or send a cashier's check or money order to:

Duggan DeZign Inc.

16 Oak Ridge Dr.

West Warwick RI 02893



ANNOUNCING

8bit Public Domain Disks

Please see our new 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

News

16 bit Public Domain and Shareware software

- Bowlman - CN #243 LIAUG #71

Shareware program by George Terpening. Bowling Mgr 1.22 helps you keep track of bowling statistics for yourself, your team and your league of up to 6 teams.

Vanterm v3.8 - BRE #829 LIAUG #72

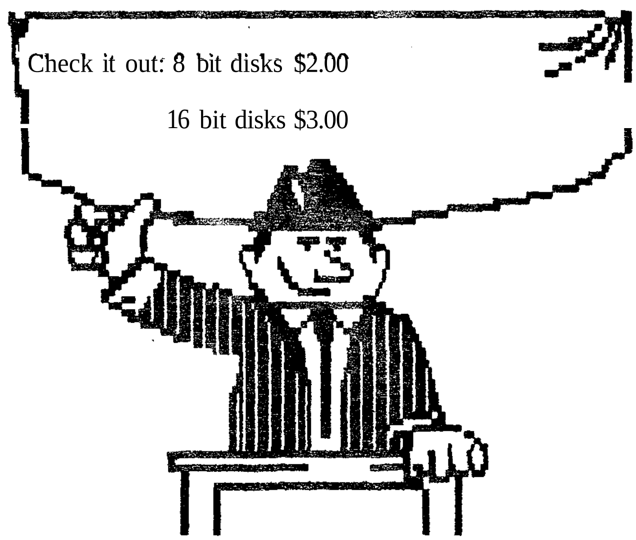
Full-featured shareware terminal program. Compatible with Shadow, Has online help and is both mouse & keyboard accessible. Runs in color or mono

- Game Scenarios - RRE #531 LIAUG #73

5 Pinball Wizard Screens, 5 OID scenarios, 22 Empire scenarios and a Paladin character editor

- The Adventure Game Toolkit - CN #366 LIAUG #74

A shareware product that lets you construct your own adventure games. Complete docs included. works in color or mono.



The Left Brain

By Tim Holt

Well, I guess by now all members of the ST Club have run out and bought the Portfolio, the PC-4, and are eagerly awaiting the arrival of the 16 bit hand held game system. If you don't know what the heck I'm talking about, those are the hot new items coming out from Atari in the next few months, if they haven't made it by now.(This article was written in early July.) Let's take a look at each one, and try to second guess Atari, one of everybody's favorite pastimes!

First of all. keep in the front of your mind that Atari is a Fortune ***500*** company. and the sole purpose of their existence is to make money. Making people happy is merely a coincidence. If the product makes you happy, wonderful! If it doesn't, it really doesn't matter, they've still got your money. I should say, this is true of ANY company, but since we are talking about Atari, we use them as an example.

The Portfolio; A hand held MS-Dos machine. A real computer. with 128k, MS-Dos, database, spreadsheet, calender, and full keyboard all packaged in a box about the size of a VCR tape. Sounds exciting. Probably will sell a zillion units. Probably will cause Atari stock to rise. Probably will be under a few Christmas trees this year.



Atari Portable Arcade System; $149, 16 bit. HANDHELD game system that has a color monitor, up to **2** meg gamecards, can be linked with 8 other games, headphone jack, all packaged in a box about the size of a VCR tape. Sounds exciting. Probably will sell a zillion units. Probably will cause Atari stock to rise. Probablv will be under a few more Christmas trees this year.

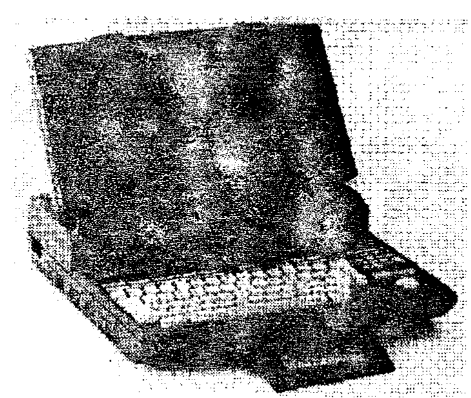
PC-4; A four megabyte PC clone. Already available in Europe. Should be here soon. Sounds exciting. Probably will sell a zillion units. Probably will cause Atari stock to rise. Probably will be under a few Christmas trees this year.

So, it sounds like Atari is on the move. The price of stock, as I write this, is ***8* 3/8**. Up about ***30%*** from a month ago. Atari is making money. Atari is doing what is supposed to do. But that is where I get a little worried. All these new products sound neat.

All are likely to sell a ton of units. (The guys at Jenkin's can't wait for the Portfolio to hit the shelves. Tom told me that about ***50*** people have called wanting one, and they haven't even seen one yet.) But. but, but...what about the ST? What about us faithful. God knows we have been faithful, ST users? What is coming out for us to play with? STacy, the laptop. Supposed to be out by the time you read this. A laptop ST, one meg. That's it. Atari. who for four years has been trying to tell the world that it is a serious computer company. comes out with what? The Atari Arcade Game System. Another game system! "We aren't a gamecompany, we are a serious computer company. Oh by the way. have you seen our new GAME SYSTEM? Our computers are superior to other companies computers. By the way, have you seen our new IBM Clones???"

They will make lots of money. I am glad for them. By the way, I hope they don't forget us ST users out here. We kept them going for a few years there. Now it is time to repay the favor.

With the compliments of The El Paso ST Club



LIAUG Minutes of 5/5/90

by Joy Sanderson. Secretary LIAUG

The meeting opened at 1:00p.m. when John Aalto announced that this was the sixth anniversary of the founding of LIAUG. He reported that he and Terry Madden hadbeen to the Astronomy Day at Custet Institute in Southold and had the Atari set up to show High Quality Slides and another with real time positions of satellites, etc.

Pat Mulvey then demo'd a disk on the 8-bit with the lighthouse in rolling color floating above moving disks and drives. moving across behind the lighthouse in black and white. IM-pressive !

Stephen Stubbs spoke of the Pittsburgh Atari Show, where Brodie of Atari fielded questions and was on the defensive with the standard Atari Corp. replies. A discussion ensued on Atari's sales to Europe vs USA. There were reports downloaded at PACE that Atari was upset about the software rental program.

Harvey Schoen had been to the Hofstra show and there was one table with Atari material from Pennsylvania. People were going about saying WOW! to the ST material. Harvey talked to many and passed out material.

Pittsburgh's Atari ST Users offer free memberships, also a newsletter and disks of public domain software and Atari Interface Magazine.

John says we are solvent.

Pat Mulvey reported that he had logged on to the NEARUS BBS but it was chaotic. A discussion ensued on the cost of items needed for our BBS and Harvey Schoen proposed that Pat buy a 2400 baud modem. Randy Constan proposed that a $200 check be issued to Pat for costs of that and other material. Unanimously approved.

Harvey reported on ST software and hardware. E. Arthur Brown Company of 3404 Pawnee Drive, Alexandria Mn 56300 offers a Computer Enthusiast Catalog.

There followed a discussion on disk densities which Harvey explained clearly. We broke for lunch at 1:50 and this was followed by demonstrations after lunch, at which Terry Madden showed the Supercharger (a PC in a box which is XT compatible. Cost is $450 approximately as opposed to PC Speed which costs about $400. and PC Ditto II which costs $300.

NEAR-US

Current BBS numbers

LIAUG	516-221-8462
JACG	201-298-0161
A-BUG	215-779-7859
LVAUG	215-261-0620
OL' HACKERS	516-221-8462
NEAT	TBA
RACE	516-221-8462
SPACE	TBA
BIT BYTERS	516-221-8462

The North East Atari Regional Users Support Group is an alliance of Atari User Groups throughout the Mid-Atlantic Region. In addition ties have been made with user groups in Germany and Canada. The intention of the Support Group is to provide a network for communications between people who would not ordinarily get together but who share common problems and concerns Through a BBS network and a planned newsletter, we will have a broad base of users to discuss and solve problems.



SUPER 3D PLOTTER II

By: R. Constan c 1985

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ONLY **$12.95!** OR SEND S.A.S.E. FOR MORE INFO AND SAMPLE PRINTOUTS!

LONG ISLAND ATARI USER GROUP

The Long Island ATARI Users Group

MEMBERSHIP APPLICATION

To apply for LIAUG membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI User Group
P.O. Box 92
Islip, New York 11761

The current dues, which includes a subscription to our newsletter, is $20 per year. Kindly make your check payable to The Long Island Atari User Group.

First name: ______________________ Last name: ______________________

Address ____

City ______________________ State: ________ Zip: ________

Phone # ____

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: ______ K Cassette: ______ Disk drives ______

Modem: ______ Interface: ______ Printer: ______

Other ____

What languages are you familiar with? ____

____

In what areas would you like to learn more about your computer system? ____

____

For LIAUG use only: Rec'd ___/___ ___ Amt: ______ Ck: ___/___/___ TYL: ___/___/___ Card Y/N ML Y/N Mail / BBS / Meet



Join the Revolution. Sign *on* a4 LIAUG to spread the word about our Atari computers. o r business or pleasure, the Atari 8-bit and 16-bit computers do 4he job eheaper & better than any other. Our next meeting is August 4, 1990.

The LIAUG Lighthouse
P.O. Box 92
Islip, NY 11751

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